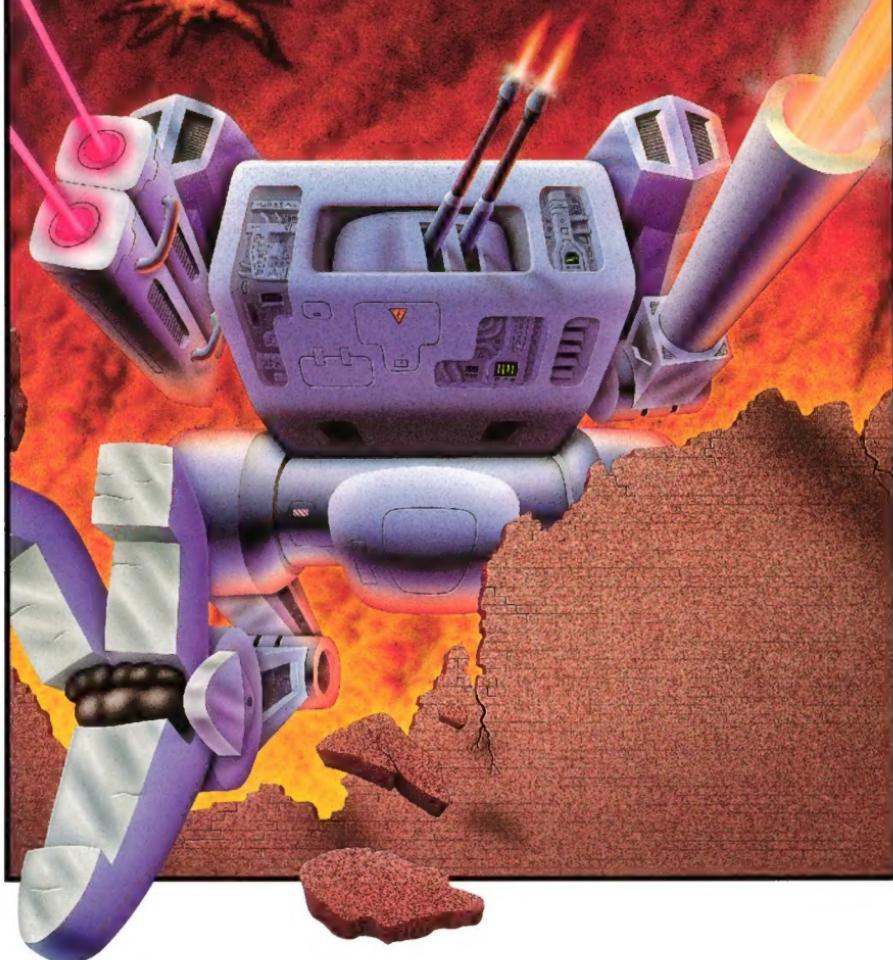


CyberStrike

Intense multiplayer action in Cyberspace



**INSTRUCTION
MANUAL**

MICRO PROSE®
MULTIPLAYER

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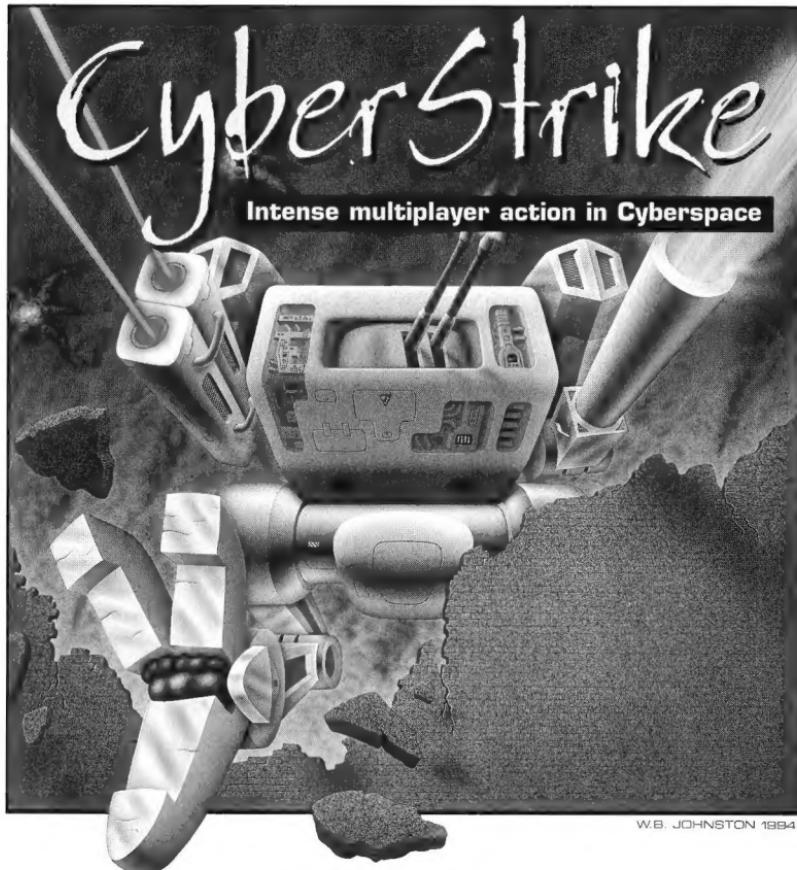
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W.B. JOHNSTON 1994

CyberStrike™

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QUICK OVERVIEW

Welcome to **CyberStrike**, GEnie's most exciting and easy-to-play multiplayer game. **CyberStrike** has been designed with a few basic concepts in mind: simple to learn, fun to play, and challenging to master.

In **CyberStrike**, you control a walking CyberPod. You can turn this two-legged, armored machine in every direction to look around. It can go everywhere: up ramps, down streets, through tunnels; it can even jump over obstacles. And it has weaponry which can be used to destroy enemy CyberPods. The only thing your CyberPod needs to keep going is power. You use power to move, power to shoot, and power to stay alive. When you run out of power, your CyberPod explodes, but don't worry, you'll get another one!

Power Relay Towers stationed throughout the CyberCity channel energy to your CyberPod. The closer you are to a Power Relay Tower, the more power you can draw from it. The further away you are, the less effective it is. You can fix this by requesting a new tower at your current location. Building a network of towers throughout the CyberCity is the key to a good strategy.

There's one tiny problem: Enemy teams are trying to establish a network of their own Power Relay Towers (they can't use yours), and probably blow up your towers wherever they can. This is the primary conflict of **CyberStrike**: control of the CyberCity.

If you'd like to get right into the game, we recommend you read the **Technical Supplement** for directions on how to log on to GEnie. We also recommend you refer to the **Quick Reference Guide** in this manual for general information. If you'd like the full details, read all the chapters in order.



Ready For Action!

ENTERING THE GAME

As you leave the chamber (by pressing **F1** or typing **/PLAY**) to enter the *CyberCity*, your display changes to show the 3-D environment you're entering. Your CyberPod, with you in it, is literally dropped into the city from the sky. Once you land, you can walk your CyberPod around the city and wreak havoc as you see fit.

CyberStrike has four teams, colored red, green, blue, and black. Each team can have up to four people, for a total of 16 CyberPods in each city. Each CyberPod is controlled by a real person! As you enter the *CyberCity*, your team color is prominently displayed at the top of your screen. Remember your color; you don't want to shoot your own teammates!

A STEP-BY-STEP TUTORIAL

This section describes basic CyberPod commands, including how to move the CyberPod, how to look around, how to communicate, and what you should do on your first time out.

MOVING AROUND

Your CyberPod is controlled by both joystick and keyboard. If you do not have a joystick, you can use your numeric keypad keys, but they are more difficult to maneuver than the joystick. The manual assumes you have a joystick.

JOYSTICK MOVEMENT

Press `Shift J` to calibrate your joystick when entering a CyberCity. You can recalibrate your joystick at any time.

To move, simply push the joystick forward to send your CyberPod forward, pull back to cause your CyberPod to back up, and push left and right to turn in those directions. Your CyberPod is a giant, mechanical walking tank, and it is very heavy. Notice that it takes time to accelerate, decelerate, and change your rate of turn, because of the large mass of your CyberPod. Most new players have trouble aiming because they don't take their CyberPod's mass into account. With practice, it becomes easier.

Button #1 on the joystick fires your main weapon. Button #2 lets you jump.

KEYBOARD CONTROL

To move your CyberPod with the keyboard, use your numeric keypad. Make sure `Num Lock` is on. Pressing `8` accelerates you in a forward direction, and pressing `2` starts you moving backwards. You can turn left and right by pressing `4` and `6`, respectively. You can use `7` and `9` to turn while accelerating, and `1` and `3` to turn while backing up. Unlike the joystick, you do not need to keep pressing the `8` key (forward movement), to keep moving. To stop your pod, press the `5` key.

Your main weapon can be fired with the space bar, or the `0` key on the numeric keypad. Press the `J` key to jump.

LOOKING AROUND

You can look around independently of your forward motion. For example, it's possible to move due north while keeping an eye out for what's happening to the west. To look up and down, use the **[+]** and **[−]** keys on the numeric keypad. The **[−]** key tilts your view upward in increments, and the **[+]** key moves your view downward in increments. Holding either key down accelerates the panning speed. You can tell how far up or down you're currently looking by the horizon indicator bar on the left side of your screen. To re-center your CyberPod's view, use the numeric **[*]** key.

Press the left and right arrow keys to look left and right in three steps: 45, 90, and 135 degrees (or "over your shoulder"). Again, if you want to re-center your CyberPod's view, use the numeric **[*]** key.

For left-handers, CyberStrike has some view control keys on the left side of the keyboard. Use the **[A]** key to look up, and the **[Z]** key to look down. The **[Q]** key works the same as the numeric **[*]** key, and centers the view.

ORIENTING YOURSELF

First, determine which color team you're on. If you're not sure, press **[T]** to see a list of who's on which team; press **[T]** again to toggle back to communication mode. Each team receives power from its network of Power Relay Towers. The amount of power you are receiving is displayed by a horizontal bar graph on the right side of your dashboard. If you are on the green team, you're most interested in the size of the green bar; the bigger it is, the more power you are receiving.

The inverted triangle image in that same area of the dashboard is a measure of the power remaining in your CyberPod's storage cell. As you use up power, this indicator shrinks. If your energy gets too low, a flashing "**CAUTION**" message appears. The trick is to make sure you always have enough power coming in, to offset the power you are using.

Power is consumed by moving, firing, and by other onboard systems in your CyberPod. Also, a great deal of power can be drained suddenly if you are hit by enemy fire. In the heat of battle, it is easy to lose track of how much energy you are expending. Always keep an eye on that triangle indicator!

To increase the amount of power you are receiving, you must move closer to one of your team's Power Relay Towers. Remember, Power Relay Towers belonging to other teams use a different wavelength, and are generally of no use to you. When no towers are available where you want them, you can request air support to drop one at your location by pressing the **Enter** key. Your team's A-12 Guppy Pilot acknowledges your request if a drop can be made. As soon as possible, air support flies to your location, and air-drops a new Power Relay Tower. Make sure you get out of the way before it gets there!

TOWER REQUESTS

Requesting a Power Relay Tower drop costs one multiplier point (see **SCORING** for details about multipliers). With bigger teams, you can spread the cost around by alternating who makes the call. The cost is deducted when the Guppy acknowledges the drop. If the Guppy does not acknowledge, or is unable to drop a tower, there is no cost. **Note:** A MegaTower request (see **WHAT ELSE IS OUT THERE?**) costs two multipliers to drop.

GRACE PERIOD

Any time you get a new CyberPod, either by entering the game or because your old one was destroyed, you also receive a grace period of up to two minutes. This grace period immediately expires if you move more than a city block away from your home base or launch a grenade. During your grace period, you can drop mines and shoot at will without taking damage from other sources. This gives you a chance to look around, and plan how to dodge any snipers that might be waiting for you (an unlikely occurrence in the training city), or to counter enemy MegaTowers and leech capability (if you have the appropriate modules).

COMMUNICATING

You can send messages to other CyberPods in the city. Sending a message follows a convention used by most multiplayer games: Type an apostrophe followed by what you wish to say, and then press **Return**. All CyberPod Pilots in the city can see this message. To send a message which only your teammates can see, start with a reverse-apostrophe instead.

FIRING

Line up your crosshairs on your target, and press button #1 on your joystick (or the **Spacebar** or numeric key). This fires a projectile at 400 ft/second. Projectiles have a range of 600 feet (a CyberCity block is 600 feet x 600 feet). There are expansion modules which can affect your range and rate of fire.

Most objects take several shots to kill, so you need to keep the crosshairs centered. But don't lose track of your power level (the inverted triangle). Each shot takes energy, and if you run out of power, your CyberPod explodes. The crosshairs turn red if your power goes below 25 percent.

Your crosshairs are calibrated for relatively level firing. If you fire sharply up or down, you may need to "eyeball" it.

A CyberPod exploding causes damage, so don't stand too close to an enemy when he or she bites it. Exploding towers can also cause damage to nearby Pods. You may be able to use shrapnel to your advantage if you plan carefully.



DETAIL LEVEL

You can control the amount of detail that is visible through your viewscreen, including what distance you can see, and the amount of detail used to draw close-in objects. A constant high level of detail may slow things down, depending on how powerful your computer is. You may find it advantageous to switch between different detail levels while you play. You start out in normal detail mode: you can see for a distance of two city blocks, and objects are drawn with their normal level of detail. Toggle objects to a simpler form by pressing the **Q** key.

Flip to more detail (being able to see further), by pressing the **D** key. Pull back to less detail by pressing **Shift D** (hold down **Shift**, and press **D**). The modes are as follows:

Combat: 1 city block

Normal: 2 city blocks

Extended: 3 city blocks

Move your CyberPod as you experiment with different detail settings, until you find a movement speed with which you're comfortable. You can always pull back to Combat mode when speed is critical, and then power up to Extended mode when you're looking around for new targets.

If your computer runs at 20MHz or slower, you may experience a slower frame-rate than is desirable for play. The best thing to do is to adjust the **CyberStrike** detail level to the situation. Decrease it for close-in fights, and increase it only when you need to see things which are far away. Also, use the low object detail setting (press the letter **Q** key).

If the slow frame rate affects your aiming, you can toggle on a "fine turn" mode by pressing the **7** key on the numeric keypad. When this mode is on, the turning range is reduced so you can better fine-tune your aim. Press the **7** key again to return to normal speed.

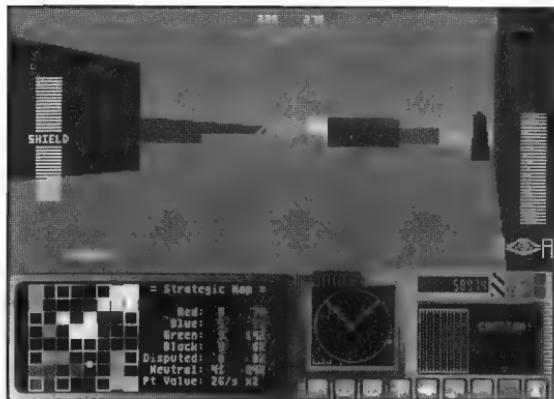
EXPANSION MODULES

You can supercharge your CyberPod by adding special expansion modules. Sometimes you can find modules just lying on the ground: they look like small multisided objects topped with flashing colored beacons. You can also purchase them, and have them air-dropped to you. To pick up a module, walk over to it and press the **P** key. Your CyberPod attempts to install it.

Each module provides a distinct benefit. Modules can improve the handling of your CyberPod, give you better armaments, affect your environment, give you better defensive capabilities, and many other interesting abilities. Enhancing your CyberPod with expansion modules can be vitally important to survival on the battlefield. For example, in advanced CyberCities which have weather and day/night cycles, it is essential to have an InfraRed module so you can see in periods of darkness.

Installed modules can occasionally be destroyed by incoming fire. Shields can prevent such damage (at least, until they are themselves knocked down). You'll need to keep an eye on your module icons, because losing one suddenly can mean the difference between holding your ground and running for cover.

There are five different levels of available modules. When you start, your CyberPod can pick up a maximum of four level-one modules, but as you gain more points, you can pick up both larger quantities, and increasingly powerful modules. For now, if you see a module, just walk over it and try to pick it up by pressing the **P** key. If you have the appropriate expansion bay capacity, the module is installed. See **MODULES AND EXPANSION BAYS** for more details on modules and what to do with them.



RADAR

In the center of your dashboard is your radar display, showing the location of interesting things in your area, such as Power Relay Towers and other CyberPods. It is color-coded, so Power Relay Towers for the green team appear as small green dots, as do the green team's Guppy aircraft. CyberPods appear as large dots of their team's color. White dots represent neutral objects, such as Sentinels or Tower Munchers. Loose modules, however, do not appear on radar. Some modules give a CyberPod *stealth* capabilities, which can render you—or your enemy—invisible to radar.

The range of the radar display can be changed. Pressing **R** increases the range, and pressing **Shift R** (hold down the **Shift** key, and press **R**) decreases the range. Maximum radar range is a little over three city blocks; however, an MKIII Radar Module (see **MODULES AND EXPANSION BAYS**) can increase the maximum range to almost seven city blocks!

ELECTRICAL STORM INTERFERENCE

Due to a horrific blunder attributed to the incompetence of the military contractors who designed the standard radar system installed on CyberPods, these devices are generally unreliable during an electrical storm. The Mark III radar upgrade fixes this problem, in addition to its other benefits.

EXPLODING

If you lose a battle with another CyberPod, step on a mine, or perhaps just wander too far from your team's grid, and run out of power—Boom! Your CyberPod blows into twisted, oily shrapnel, and all you can do is watch helplessly as the modules you've collected go bouncing off onto the ground for someone else to pick up.

But don't worry, the game's not over for you. You take one last fly-over to salute the smoking remains of your CyberPod before returning to the relative safety of a city block which your team still controls. In a moment, you're safely installed into a new CyberPod, and once again dropped into the city from above. Now you can plan your revenge!

Remember whenever your CyberPod is blown up (or when you first enter the game), your new CyberPod has a temporary, two minute grace period (see **GRACE PERIOD** for more details).

MULTI-FUNCTION DISPLAY

The left side of your dashboard is the multi-function display. The default setting is Communications Mode, but there are several other useful modes.

STRATEGIC MAP DISPLAY

To get a high score, your team wants to control as many valuable city blocks of the CyberCity as possible. The Strategic Map display shows the relative value of each city block on the full CyberCity eight-by-eight grid, and how many blocks each team controls.

Press the **S** key to display your strategic map. Here you see all city blocks outlined in different colors according to their point values. There are four different levels of value, as follows:

POINT VALUE OF BLOCK

1
2
5
10

COLOR

Green
Yellow
Orange
Red

The strategic map also shows your location, indicated by a white dot. If you have a special reconnaissance module, you also see the location of your opponents on this map. Hollow squares on the map indicate unclaimed city blocks. Squares are filled in the same color as the team which currently controls them. If more than one team controls a city block (that is, if the block is *disputed*; see **CONTROLLING CITY BLOCKS**), the block is multicolored.



SCORE DISPLAY

This display (accessed by pressing the **Q** key) shows a breakdown of how many city blocks your team owns, and how many total points this territory is worth. You also see your current score multiplier, and the resulting total number of points per second you are currently earning. Additionally, this display

indicates how many seconds remain before your multiplier increases, and how many points you need to get your next expansion bay upgrade. At the bottom of the display, a graph shows how close you are to a bay upgrade or downgrade as a result of kills and explosions. For more details, see **SCORING**.

The first thing you should check out is your current multiplier. This number affects two very important things: The rate at which your score increases, and how quickly you can request a new Power Relay Tower. Each time you successfully request a tower, it costs you one multiplier point. Your multiplier increases over time (see **MULTIPLIER** for details).



MODULE SUBSYSTEM

Pressing **M** takes you to the Module Sub-System. From this display, you can purchase new modules, learn details about your currently loaded modules, eject modules from your CyberPod, or activate certain modules. For more details on modules, see **MODULES AND EXPANSION BAYS**.

COMMUNICATIONS MODE

This is the default display, and you can return here from the other displays by pressing the **Esc** key. It is here that you can read messages sent to you by other CyberPods, and see other informational messages, including responses from the Guppy about your requests for new Power Relay Towers. If you are not in Communications Mode, but a communication has come across, a "MESSAGE" indicator lights up on the bottom left corner of the Head-Up Display (HUD).

TEAM DISPLAY

Pressing **T** brings up the Team Display, which shows you who is on which team, and how to identify them. Each CyberPod is painted with the battle-colors of its team, and also has a unique colored stripe on the side of its legs, which identifies exactly who it is. For example, if you were on the red team, you might have a CyberPod which was red with a blue stripe, and you could see that one of your opponents on the yellow team had a yellow CyberPod with a red stripe on the side.



WHAT TO DO AFTER THE TUTORIAL

At this point, you have all the basic tools you need to play **CyberStrike**: You can log in to the game, move your CyberPod around, shoot, and check out what's going on in the CyberCity. From here on, your strategy is up to you and your teammates. Different people enjoy different aspects of the game: Some concentrate on expanding the team's grid, others enjoy defending high-value city blocks, while others want to go out for dogfights so they can add points to their battle counter and quickly advance their module bays. Whichever technique you prefer, go for it — or if you like, try them all. Have fun!

If you'd like more details about **CyberStrike**, then read on....

WHAT ELSE IS OUT THERE?

This section describes some other inhabitants of the CyberCity (you didn't think it was just CyberPods, did you?), how to tell where they are, and what to do about them.

AIRCRAFT

If you look up into the sky, you'll probably see aircraft crisscrossing above you. These are A-12 Guppy Vertical Takeoff and Landing (VTOL) aircraft. They can rotate their engines downward and stop on a dime. Each team has a Guppy for air support. These aircraft fly in and drop new Power Relay Towers, deliver modules that you have purchased, and can play a combat role if you have the appropriate module.

POWER RELAY TOWERS

Power Relay Towers are the most common things you see. These tall, slender towers have a horizontal rotating beam on top. The closer you are to one of your own team's towers, the more power you can draw from it. Power Relay Towers can be blown up, but there are modules and other factors which affect their vulnerability.

MegaTowers output twice as much power as a normal tower, and also cancel power on enemy wavelengths, which makes them very difficult to attack. MegaTowers can also absorb twice as many hits as normal Power Relay Towers. They can be recognized by their unique rotating top beam.



A-12 Guppy

Horizon Indicator Bar

SENTINELS

Another denizen you might see is a *Sentinel*. These floating, rotating machines hover in one spot, and owe allegiance to no one. They have a tendency to shoot anything that moves, and they never ask questions! Sentinels are tough, but they can be taken out.

TOWER MUNCHERS

Tower Munchers are spidery-looking constructs that love to swoop down and eat towers, consuming their power and physical structure in one big slurp!

Tower Munchers in different *CyberCities* display unique behaviors. Generally, they tend to go after towers of the team that controls the most blocks (their reasoning is something *Munchers* have never divulged). In more advanced *CyberCities*, *Munchers* can be much more aggressive, and are sometimes one of your most tenacious enemies.

You can shoot at *Munchers* to discourage them from eating Power Relay Towers, and can sometimes even destroy them. A module also exists which can *immunize* your Power Relay Towers, causing them to be very unappetizing to roving *Munchers*.



Sentinel Dead Ahead!

MODULES AND EXPANSION BAYS

This section describes the module subsystem, and the CyberPod's bays for holding various modules. A CyberPod's bay capacity is an important part of the game, as it directly affects how many modules you can pick up, and how powerful they can be.

MODULE SUB-SYSTEM

While in your CyberPod, pressing **M** toggles the Multi-Function Display to show your Module Sub-System screen. From here, you can purchase new modules or eject ones you already have. You can also get information about how a module works. Some modules can only be used once and some must be activated—that is, turned on and off for optimum results. You can do all this from the Module Sub-System.

Your CyberPod has nine possible module expansion bays, each of which can be at one of six levels. An expansion bay can upgrade or downgrade to a different level depending on how well you are doing in **CyberStrike**. The better you do, and the higher your score, the higher your expansion bays upgrade. The more often you explode, the more likely they are to downgrade. Details on bay upgrading and downgrading can be found below.

MODULE DISPLAY

When you first access the Module Sub-System, this is what you might see:

Bay Number	Module Name	Options Available
1	Front Shield	[EIJ] Info
2	Rear Shield	[CAJ] Activate
3	Shield Enhnc	[CEJ] Eject
4	Performance	[CPJ] Purchase
5	Blaster	[CBSCJ] Exit
6	Tri-Shot	
7	Phalanx	
8	Grenade	
9	Power Enhanc	

Status of Module

Level of Bay Required

The symbols representing a module's Status are defined as follows:

(blank)	This module is activated automatically
-	This module needs to be toggled on and off; it is presently OFF
+	This module needs to be toggled on and off; it is presently ON
1	This module can be activated one time only.

Bay levels can be one through five, A, or X. An "X" means that there is no bay in that position yet. An "A" is a bonus level bay - it is one higher than five, and can hold a module of any level. If you have A level bays, you are an "Ace."

MODULE INFO

Pressing **I** allows you to get information on one of your current modules. Select the Bay Number representing the module you're interested in.

MODULE EJECT

Pressing **E** lists your modules and allows you to choose which one you'd like to have ejected. Select the Bay Number which is currently holding the module you want to drop. This causes the module to be ejected from your CyberPod into the immediate vicinity, where it bounces around a bit. If you change your mind, you can always position your CyberPod over the module, after it stops bouncing, and pick it up again.

MODULE ACTIVATE

Some modules need to be toggled on and off, or can only be used once. These modules are marked "-" "+" or "1" in their Status Column. To activate or toggle these, press the **A** key in the Module Sub-System, followed by the Bay Number of the module you wish to affect.

There is a quicker method to activate modules, which is especially useful in combat. Simply press a number on your keyboard (not the numeric keypad), to toggle the module in the corresponding Bay Number. For example, if you have an InfraRed module in Bay #4, you can press the **4** key on your keyboard to toggle it on and off.

QUICK MODULE ACTIVATION

CyberStrike assigns various function keys to automatically find the appropriate module (if it is installed) and activate it.

Here is the current key mapping:

Defensive/Countermeasures

[F1]	Toggle Front Shield on/off
[F2]	Toggle Back Shield on/off
[F3]	Reserve Power
[F4]	Rocket Pack

Offensive

[F5]	Grenade
[F6]	Mine
[F7]	Toggle Tri-Shot on/off
[F8]	Air Support Request

MODULE PURCHASE

You can purchase new modules as well as find them. They don't cost money, but they do "cost" weight.

To purchase a module, press [M] to enter the Module Sub-System, then press [P] to enter the purchasing screen. Modules come in several different levels, so press the number of the level of module you're interested in. A list appears of available modules.

Choose which module you would like to purchase. This sends a signal to your team's Guppy aircraft, just as if you had requested a Power Relay Tower. Be careful to request a module only if you can wait around in that area for a minute or two! (But see page 19, **MODULE SPECIAL DELIVERY FEATURES**.) Once you've requested a module, it's a good idea to back up a bit from your previous position, so you can watch for the module's arrival. Eventually your Guppy arrives, and airdrops your module. Simply move your CyberPod over the module and pick it up normally.

PURCHASE DELAY

You can purchase modules no faster than one a second.

WHAT'S WEIGHT GOT TO DO WITH IT?

Every module has a different weight (which is listed when you go to purchase a module). Installing a module adds this weight to your CyberPod. A heavier CyberPod moves and turns more slowly, and it cannot jump as high, nor go quite as far on a catapult pad or with a rocket pack module. There is a significant difference between a light, fast CyberPod and a heavy, lumbering CyberPod bristling with weapons and armor systems. The weight of your CyberPod also determines how much power it requires to move and jump.

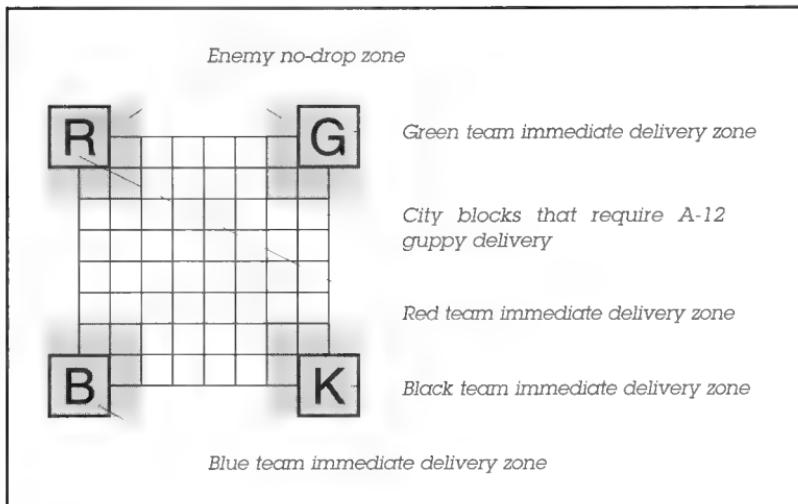
Modules have been carefully balanced to allow for a variety of playing styles (especially as you advance toward the higher-level cities). You can choose to be a "scout" CyberPod, for instance, and run circles around the heavy "assault" CyberPods. Longer range, faster speed and lower power requirements allow you to build up power bases faster. When you decide you want some serious firepower, you can load up on weapon and shield systems. No longer can you race around the city, but you can inflict some serious damage. If things get dicey, just eject most of your modules and sprint back to home base as a light CyberPod again.

The availability of modules can vary from city to city. Items which are forbidden by unique city rules (for example, a city which does not allow grenades or mines) are marked "NA" for Not Available. As long as you do not purchase more than one per second, you can order as many new modules as you want (a full re-arm can occur in about 15 seconds). If your CyberPod has less than "full bays," the re-arm time is typically only a few seconds.

The weight of your CyberPod is visually indicated on the right side of the HUD as a growing green bar. The higher this indicator climbs, the heavier your CyberPod.

MODULE SPECIAL DELIVERY FEATURE

Whenever you purchase a module in your home corner, it arrives immediately. The A-12 Guppy provides module deliveries away from your home corner. The area where immediate deliveries occur is the city block which represents your team's home corner, and the squares just outside of the city that surround it. The following illustrates:



A module falls from the sky 100 feet above where you are standing and about 20 feet in front of where you are facing at the time you request it.

ENEMY NO-DROP ZONE

A three-by-three city block area around an enemy starting corner (inclusive) is a no-drop zone. You cannot request tower drops in an enemy's no-drop zone. If you try, you receive an "Unable, bad drop point" response from your A-12 Guppy Pilot.

MODULE BAYS

Each CyberPod has nine bays for expansion modules. There are five different levels of modules, and five different heights of bays. A bay must be tall enough to hold a module before you can pick it up. When you start, your bays look like this:



Four of your CyberPod's bays are level one, which means they can pick up level one modules. The other five bays are inactive. In an actual game, your bays are continually upgrading.

A module can only be picked up (or purchased) if an empty bay of equal or higher level exists to hold it. In other words, if you have a level two or higher bay, you can pick up a level two module. You can only pick up a level five module if you have a level five bay, or an "A" bay.

While you are playing, many factors contribute to upgrade (and downgrade) your bay capacity. For example, as soon as you get 1000 points, one of your inactive bays is upgraded to level one. This probably occurs within the first few minutes of play; you need only to rack up the appropriate score for it to happen.

UPGRADING BAYS

The following chart shows the number of points required to upgrade your lowest bay to the next highest level:

Upgrade To	Each Time You Earn
Level 1	1,000
Level 2	10,000
Level 3	100,000
Level 4	1,000,000
Level 5	10,000,000
Level A	100,000,000

Note: An inactive bay ("X") is treated as level zero.

The points you have accumulated toward an upgrade are saved between games.

BAY CONFIGURATION LIMITS

The minimum possible configuration for any CyberPod is to have four bays at level one, and five inactive:



The maximum possible configuration is all nine bays at Ace level, but this is very difficult to obtain:



Your bay configuration is carried over from game to game. If you log off with four bays at level three, and five bays at level two:



that's the same configuration you'll have when you next log on to play **CyberStrike**.

DOWNGRADING BAYS

Sometimes things happen in **CyberStrike** which cause one of your bays to downgrade a level. Usually downgrading occurs when you are being blown up more often than you are toasting other CyberPods, though that's only an approximate way to judge. Just exploding another CyberPod may not be enough—it has to be a fair or earned kill (see **EARNED KILLS** for details). Also, kills vs. explosions is not an exact ratio, but is modified by the relative power of the attacker and victim, as recorded via the battle marker (see **SCORING**).

SHIELDS

For defensive purposes, **CyberStrike** has several shield modules available. You can install either a Front Shield or a Rear Shield module, or one of each. When activated, the module raises a shield to cover its half of your CyberPod. Light blue bars on the left side of your HUD indicate the strength of these defenses. The segment above the word SHIELD represents the strength of your front shield, and the segment below it represents your rear shield.

As you are hit, the front and/or rear shield takes damage based on the angle of the shot. A full frontal hit lowers the front shield some, while getting hit directly on the side causes 50 percent damage to both the front and rear shields (if they exist).

You are not required to load up with both shields (or any shields, for that matter). If you choose just a front shield, for instance, and take a side hit, then the shield takes half the damage and the remaining damage goes through to your CyberPod (causing power loss as usual).

There is a level four module, called Shield Enhance, that allows any shields to charge to a higher level. Installing this module is pointless if you do not have front or rear shield modules.

Remember, you must ACTIVATE each shield module individually, and you must first charge each shield with power for it to work. If you activate shields only once you are receiving incoming fire, they will most likely be destroyed (because their strength is zero). Charging a shield costs twice as much power as the device can absorb. As the shield takes damage, its strength falls. However, shields recharge "on the fly."

You may find that if you are very low in power (say, when retreating from battle) it is worth the risk to turn a shield off so its recharge does not suck up the last of your power. When you turn off a shield, it provides no benefit and must fully recharge once you turn it back on. The Front and Rear Shields can be recharged independently. If a shield is beaten down to zero strength by incoming fire, it may be destroyed. Firing your own weapons does not affect your shields.

Although you cannot tell if a potential target has any particular shield active, if he or she has at least one shield on, your shots cause bluish sparks instead of the normal red-orange debris.

LIST OF MODULES

An asterisk (*) denotes a module that can only be used once.
A plus (+) denotes a module that can be turned on and off.

LEVEL 1 MODULES

High Speed	Allows a CyberPod to move twice as fast as normal
High Jump	Allows a CyberPod to jump three times as far as normal.
Fast Turn	Allows a CyberPod to turn twice as fast as normal.
Recon	Allows a CyberPod's strategic map to show other teams' CyberPod locations.
Rocket Pack *	Sends a CyberPod rocketing through the city a distance of six city blocks.
Repair	Repairs all friendly towers within one city block.
Long Shot	Allows a CyberPod to shoot a little more than twice as far as normal.
InfraRed	Allows image enhancement for improved vision in fog and darkness.
Resonator	Allows a CyberPod to gain extra power from nearby friendly CyberPods which also have resonators.

LEVEL 2 MODULES

Immunize * Makes all towers within one city block immune to munchers for 30 minutes.

Rapid Fire Allows a CyberPod to shoot at double speed.

Priority * Allows a CyberPod's module purchase to receive priority over teammate module purchases.

Reserve Pwr * Restores a CyberPod's power to 100 percent.

Weather * Alters the current weather conditions.

Mine * Drops an IFF Proximity Mine, which activates ten seconds after it lands, and strobos the surroundings looking for an enemy Pod. If one is close enough, the mine explodes.

Call Muncher * Calls a muncher to the current location.

Harden * Makes all friendly towers within one city block able to absorb twice as much damage before exploding.



LEVEL 3 MODULES

MegaTower * Calls the Guppy for a MegaTower.

Teleport * Teleports a CyberPod to a random location.

Stealth Makes a CyberPod invisible to enemy radar.

Phalanx + Computer-controlled gun on top of a CyberPod which shoots nearby enemy CyberPods.

Mega Shot + Makes a CyberPod's shot twice as powerful, for twice the power cost.

Tri-Shot + Allows a CyberPod three simultaneous shots (for more than triple the power cost): one normal shot, one shot a few degrees right, one shot a few degrees left.

Power Enhnc Doubles power input to a CyberPod.

Mine Sweep * Explodes all enemy mines in one city block.

Grenade * Throws grenades in the direction the CyberPod is facing, doing damage equal to a mine at the impact point. Cannot be aimed with pinpoint accuracy.

Front Shield + Absorbs damage which strikes the front half of a CyberPod. Must be charged before use.

Rear Shield + Absorbs damage which strikes the rear half of a CyberPod. Must be charged before use.

LEVEL 4 MODULES

Liberator * Explodes all enemy towers within one city block, at the cost of about one fourth of a normal full CyberPod power cell charge.

Air Support * Calls the Guppy to drop a grenade on the current location.

Missile * Fires a missile in the direction the CyberPod is currently facing.

Descrambler Allows CyberPod to convert 25 percent of enemy tower energy to energy usable by CyberPod.

Performance Combines High Speed, Fast Turn, and High Jump.

Call Sentinel * Calls a Sentinel to the current location.

MK III Radar Doubles normal radar range and allows a CyberPod to see stealthed CyberPods.

Shield Enhance Allows Shields to charge to a higher level. Does nothing unless CyberPod is equipped with at least one shield module.

LEVEL 5 MODULES

Leech Allows a CyberPod to drain power from nearby enemy CyberPods for its own use.

Cloak + Gives a CyberPod advanced stealth which hides a pod from MK III Radar, for much higher power costs.

Blaster + Combines Rapid Fire, Long Shot, and Mega Shot.

Mega Cell Allows a CyberPod to hold twice as much energy as maximum.

Drone + Allows a CyberPod to view the city through a movable, invisible drone.

Deflector Cuts damage a CyberPod takes in half.

Turret Allows your main weapon to swivel based on the direction you are looking.

DRONE MODULE

If you have a drone module installed, you can pilot a remote drone around the city and use it for surveillance. A drone can't fight, but it can give you a heck of a view!

A drone is always ready. You can either switch your VIEW to the drone so you see through its remote camera while still controlling your CyberPod, or you can transfer your CONTROL to the drone. With the drone module installed, press the **V** key to toggle between a view from your CyberPod and the drone. Initially, a drone starts right above you. It doesn't move unless you fly it somewhere.

While in drone view mode, compass and radar readings are relative to the drone and not to your CyberPod. Keep in mind that you (as a Pilot) are still in the CyberPod, so sounds are based on things that happen near you, not the drone. If you get shot while in drone view mode, the picture cuts out for an instant. This occurs because of the sudden drain on energy, but it is also useful for letting you know that there is a problem and that you need to switch back. If you have sound on, its always easy to tell when you are getting shot!

Pressing the **Shift** **V** key toggles between controlling your CyberPod or your drone. *Drone view mode is automatically turned on when you switch to drone control, regardless of whether you were using that view before.* In drone control, your joystick (or keyboard) controls now fly the drone around. They work about the same way, except a drone can fly and hover on a dime. To fly higher or lower, pitch your view up or down and then push forward on the joystick to move in that direction. You can also fly backwards, so you can pitch down and pull back on the joystick to watch an area. Your drone moves FAST, so take it easy. If you run into something, you simply bounce off of it...no harm done.

A drone is invisible to other CyberPods. You can see it as an elongated black object, but everyone else is completely unaware of it.

This section concerns details of scoring. Scoring is automatic, so this is not required reading for beginning players, but experienced players probably want the nuances of this system. There are two types of score with which you should be concerned: one is your total point score; and the other is your battle marker, which affects your expansion bay upgrades and downgrades.

POINT ACCUMULATION

Points are gained every second you are in a CyberCity, but the amount of points you earn per second depends greatly on how well you and your team are doing. The points you earn are based on a formula involving which CyberCity blocks your team currently controls, and a multiplier which increases over time. As a general rule of thumb, the more of the CyberCity your team controls, and the longer you play, the faster your score increases.

BOUNTY REWARDS

CyberStrike includes a BOUNTY system. The concept is pretty simple: A bounty of ten points per second a Pilot is in a game accumulates on his (or her) head. This bounty increases until the Pilot's current CyberPod explodes, at which point it is reset back to zero. A CyberPod that survives a long time accumulates some TREMENDOUS bounty values. To claim these points, all you have to do is PARTICIPATE in demolishing that CyberPod. Participation means you "dinked" the target (hit him or her with a shot) within 20 seconds of its destruction. *In fact, the great thing is that EVERYONE who dinked the target gets the total reward, times his or her own personal multiplier.* Teamwork can make it happen.

Of course, you don't get points if the target CyberPod was on your team.

Bounty rewards are independent of the game logic that assigns kills, and you can collect a bounty even if the kill is not earned (see **EARNED KILLS**). The target's bounty at the time of immolation is increased by your multiplier and then added to your score! In higher level cities, this can be a SUBSTANTIAL point award. At any time, you can press the **B** key to see the current bounty totals on each CyberPod displayed the same way teams are displayed. In fact, you can toggle between the two screens to get a feel for the color-combination of the CyberPod you want to go after.

If a bounty exceeds 9999 points, it is displayed in thousands. For example, 11K means 11000+ points. A flashing bounty indicates the "enemy" team member who generates the highest available reward. If two or more CyberPods have the same bounty, flashing is randomly assigned.

MULTIPLIER

Aside from the number of CyberCity blocks your team currently controls, you also have a personal multiplier which affects your score. Your multiplier is directly tied to your own performance, and is not affected by anything your teammates or opponents do. Your multiplier always starts at one, and increases over time. The higher your multiplier, the more points you accumulate.

Your total score is your personal multiplier times the normal score you earn per second (which is determined by the number and value of CyberCity blocks your team controls). For example, if you have a multiplier of five and your team controls sufficient CyberCity blocks to be earning 32 points per second, you are earning 160 points per second, instead. As you can see, the higher your multiplier, the faster your score increases. And since your multiplier increases over time, you will find you get more point value the longer you play a game. Your multiplier resets at the beginning of every game.

The intervals at which your multiplier increases are as follows:

Multiplier	Time Until Increase
1	30 seconds
2	1 minute
3	1.5 minutes
4	2 minutes
5	2.5 minutes

...etc...

The formula is: Time Until Increase = multiplier X (30 seconds).

You can see the number of seconds remaining until your next multiplier increase by pressing the **J** key for the Score Display.

There is a maximum multiplier attainable for each CyberCity. Some cities have a higher maximum than others.

INITIAL-DROP AND POST-DESTRUCTION MULTIPLIER MINIMUM

When you enter a city for the first time, or after your CyberPod has exploded in combat, your multiplier resets to the maximum module level allowed in that city (if it is not already higher). Therefore, if you are in a city that allows up to level four modules, and your CyberPod bursts with less than a multiplier of four, your next one starts at four. This helps you get "up to speed" faster. This minimum does not apply to /RESUME (see **CHAMBER COMMANDS**).

CONTROLLING CITY BLOCKS

Your second-by-second score increases according to a formula involving the CyberCity blocks which your team controls, and a multiplier. Your team *controls* a CyberCity block if you have at least one Power Relay Tower there, and no other team has towers there. If a CyberCity block has no Power Relay Towers in it, no one gets points for it. If a CyberCity block is *disputed*, that is, the block has towers belonging to two or more different teams in it, no one gets points for it, either. The determination of who owns what blocks is very fluid, and is updated second-by-second, which makes for a very fast-paced game. Just because you control a CyberCity block now, doesn't mean you'll still have it a few seconds from now! Cities are always broken down into an eight-by-eight block grid. Some city blocks are worth more than others, as you can tell by looking at your strategic city map. The values assigned to outline colors are as follows:

POINT VALUE OF BLOCK	OUTLINE COLOR
1	Green
2	Yellow
5	Orange
10	Red

BATTLE MARKER

Your *battle marker* is an indication of how well you are doing, based on your lost CyberPods and earned kills (defined below). It can go up or down (actually, it moves left and right), and its position affects how quickly your module bays upgrade or downgrade. As a general rule, your battle marker **INCREASES** when you get an earned kill, and **DECREASES** when your CyberPod flames out. Generally, it stays in the range of -5 to +5. If your battle marker equals the level of your minimum bay, then that bay upgrades by one, and the battle marker resets to zero.

Example: You have five level one bays and four inactive bays:

1 1 1 1 1 X X X X

You then get an earned kill on an opponent's CyberPod. This increases your battle marker to +1, which triggers one of your inactive bays to upgrade to level one:

1 1 1 1 1 1 X X X X

The battle marker then drops back down to zero.

If your battle marker goes negative, and equals your highest bay level, that bay downgrades by one. Example: You have six level three bays, and three level two bays, and the battle marker zeroes out:

3 3 3 3 3 3 2 2 2

Your CyberPod then detonates from lack of power. This decreases your battle marker to -1. Through an extraordinary run of bad luck, your CyberPod explodes twice more without getting any earned kills, and this drops the battle marker down to -3. One of your level three bays downgrades to level two, and the battle marker resets to zero:

2 3 3 3 3 3 2 2 2

Note: You may have enough stored points to automatically re-upgrade your bay, even if the battle marker downgrades it. So you may see a bay downgrade, and then immediately re-upgrade to its previous level.

EXPLOSIONS

It doesn't matter if someone shot your pod to shrapnel, or a Sentinel smacked your pod, or you just wandered too far from one of your team's Power Relay Towers, when you run out of power, your CyberPod blows up. This counts as an explosion. Of course you'll immediately be moved to a new CyberPod, so you can get right back into the fray!

EARNS KILLS

You can, of course, try to pop any CyberPod that crosses your path. But only *earned kills* affect your battle marker. An earned kill is defined as follows: Any situation where your victim's HIGHEST bay is equal to, greater than, or one less, than your own LOWEST bay level. Here are some examples:

Think of each CyberPod as being rated by the lowest and highest of its Expansion Bays. In other words, these CyberPods would be rated as follows:

Player	Bays	Low	High
Clueless	1 1 1 1 X X X X	X	1
Slasher	3 3 3 2 2 2 2 2	2	3
Jumper	A A A A 5 5 5 3 5	3	A
CyberWarrior	A A A A A A A A A	A	A

Jumper, with a low bay level of three, can only get earned kills for popping the CyberPod of a player with a high bay of two or more. CyberWarrior, with a low bay of A, can get earned kills for flaming the CyberPod of a player with a high bay of five or more.

To cross-reference the examples above, Clueless can explode anyone's CyberPod and get an earned kill. Slasher can also frag any pod on the list for credit. Jumper can toast Slasher's CyberPods, or CyberWarrior's pods, but gets no credit for immolating Clueless.

This system is designed to credit you only for winning a battle against another CyberPod whose Pilot's skill is similar to your own (or better). Because any type of explosion has a negative impact on your battle marker, engaging in combat with lesser-skilled players means taking the needless risk of a bay downgrade, with no chance to improve your battle marker position. After you play for a while, you'll begin to recognize which players are in your general skill range, and which you should probably leave alone.



QUICK REFERENCE GUIDE

[Enter] : Requests Power Relay Tower

[Spacebar] : Fires

[/] : Toggles Fine Turn Mode

[C] : Toggles Heading Display from degrees to compass directions

[J] : Jump

[R] : Increase radar range

[Shift R] : Decrease radar range

[D] : Increase detail on screen display

[Shift D] : Decrease detail

[O] : Toggle object detail level (complete/simplified)

[P] : Attempt to pick up module

[V] : Toggle between CyberPod view and drone view (requires module)

[Shift V] : Toggle between control of CyberPod, and drone control

[Shift Q] : Quit the game, and return to the chamber

[A] : Look up in increments. Hold to accelerate panning speed

[Z] : Look down in increments. Hold to accelerate panning speed

[Q] : Centers View

[*] : Centers View

[Shift J] : Joystick Calibration

[B] : Bounty Display

Multi-Function

Displays : (Re-pressing the key, or pressing **[Esc]**, toggles you back to communications mode).

[M] : Module Sub-System

[S] : Strategic Map Display

[T] : Team Display

[U] : Score Display

[/] : Send a message on open channel (everyone in game sees it)

[\] : Sends message on closed channel (goes to your team only)

ARROW KEYS:

- ↑ : Look up in increments. Hold to accelerate panning speed.
- ↓ : Look down in increments. Hold to accelerate panning speed.
- ← : Look left 45, 90, 135 degrees from current position.
- : Look right 45, 90, 135 degrees from current position.

NUMERIC KEYPAD:



Network Delay Indicator

Horizon Indicator



Multi-Function Display

Bay Indicators (modules installed in all nine bays)

Aiming Cross Hairs

Compass Heading Indicator

Radar

Weight Indicator

Suspension Indicator

Score

Power Triangle

Power Input Bar Graph

There are only a few sections of the screen that require additional explanation. The largest portion of the display, the outside view, is what you see through the canopy of your CyberPod. Your CyberPod projects certain images onto the canopy Plexiglas itself, which superimpose over the objects seen outside. This is called a "Head-Up Display" (HUD), and it allows you to keep your eyes on the action.

SUSPENSION INDICATOR

The actual structure of the CyberPod is a two-legged robot. It therefore "walks" across the CyberCity, up ramps, and through tunnels, and can also jump. Usually it can move wherever you wish to go, but sometimes it might get into a situation where it gets stuck. Perhaps you're trying to go up a ramp, and one leg is on the ramp, while the other isn't. If you get too close to a wall, one leg might get "wedged" and you can't move. The suspension indicator, in the lower right-hand corner of the HUD, provides a graphic representation of movement problems.

If one leg is stuck, a red slash appears across it on the indicator. You also hear an alarmed beeping sound, telling you the CyberPod is stuck. Usually the best thing to do is to let go of the joystick, and then carefully try to extricate yourself. Gently pull backward on the joystick, to back away from the problem, or turn left or right to get away from a wall. When the red slash disappears, you'll know you're "clear" and can move again.

POWER INDICATORS

By far the most important part of the display is the inverted power triangle. As long as it is completely lit up, your CyberPod is at full power. If power starts dropping, though, be careful what you're doing. You may need to call in another Power Relay Tower immediately, and conserve energy until it arrives, or head back to a better part of your team's grid.

You can tell how strong the grid is in your area by looking at the Power Input Bar Graph. Each bar on the graph represents the strength of one team's grid, so look for your team's color to see how close you are to a good source of power. In general, you cannot tap into another team's Power Relay Towers, but you can use the bar graph to see how solid their grid is in the same area.

BAY INDICATORS

These indicators give you continual updates on the capacity of your CyberPod's expansion bays. If the bay is empty, the number displayed in each indicator shows the highest-level module that bay is capable of holding. An "A" can hold any module. An "X" means the bay is not currently active and cannot hold any modules. If the bay has a module installed, it lights up with that module's icon.

NETWORK DELAY INDICATOR

Since **CyberStrike** is a fast-paced simulation, network delays can cause all sorts of visual problems in the game. For instance, other CyberPods can appear to "warp" rapidly from time to time. To give you an idea of the existing network delay, a bar in the upper left of the HUD indicates how long a packet takes to make a "round trip" from your computer to the host and back again. This special "net ping" packet is sent every few seconds and then timed on the return trip. The indicator bar is updated after every packet. A bar one or two units long is standard, though three or four is okay, too. Every now and then there may be a "spike," but it should settle down again. The bar flashes if there is an error in one of the packets being received (thus requiring a retransmission in some cases).

CHAMBER COMMANDS

While you are in the chamber, before you enter a CyberCity, there are some commands you can use to get information about what to do next. To get a complete list, type **/HELP**.

/STATUS COMMAND

This command gives you a list of everyone that is currently playing **CyberStrike** and where they are.

You may remember that each CyberCity can have up to four teams, with four members on each team. But this does not mean that only 16 people can play **CyberStrike** at one time! There can be several cities running at once, with different teams playing in each CyberCity.

/CITY COMMAND

This command lists all the CyberCities available for play.

/PLAY COMMAND

The easiest way to play is to press the **F1** key. This issues the **/PLAY** command, which puts you into the first available CyberCity appropriate to your skill level, on a random team. However, **/PLAY** also lets you enter the CyberCity of your choice, and choose on which color team you play. For example, if you want to play on the green team in City B (assuming that there's room for you), you type **/PLAY B GREEN**.

Just typing **/PLAY** with no options (or pressing the **F1** key) sends you into a CyberCity based on your ranking. The higher your rank, the more advanced the CyberCity you enter.

When you first start out, you enter cities on the Training Planet. These cities limit your play options (such as which modules are available), so you can learn the ropes more easily. As you progress to more advanced CyberCities, you have to deal with things such as weather variations, day/night cycles, and changes in Power Relay Tower output. But higher CyberCities allow you to reach a higher multiplier value, and purchase more powerful expansion modules.

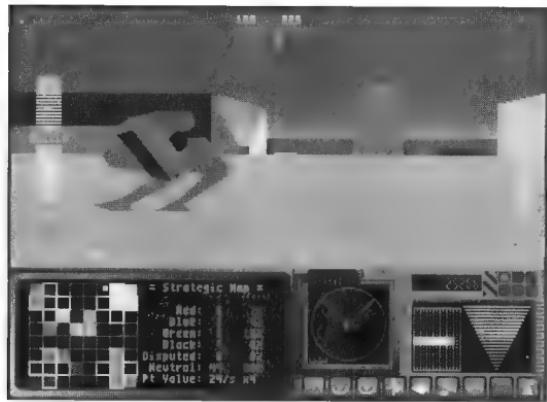
DISCONNECT RESUME

If you should lose carrier, for any reason...a crash, network problems, whatever, you can log on again and resume your game. When you log back in after such a mishap, you must type **/RESUME** to go back into the game you were previously playing. Using **/RESUME** maintains the following information from your interrupted game:

- 1) Your game score
- 2) Your multiplier
- 3) Your installed modules

To take advantage of this feature, you must log back in within ten minutes of the disconnect. Once in the Chamber, you have three minutes to type **/RESUME**. If you wait too long, you cannot **/RESUME**.

A couple of important notes: First, your game score and multiplier may be off by a tad depending on when and where the disconnect occurred. If it was on your end (the FE or node) your data are probably pretty close. In no case, however, do we guarantee a **/RESUME** will be perfect...just close! If the software was shut down, and stays closed (say there was a GEnie outage) and you cannot get back within the allotted ten minutes, then you will lose your game state. Lastly, this **/RESUME** option will NOT appear if you disconnect while in the middle of a battle.



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